

ARC

MK II Disk to be used with MK II

ACTION REPLAY

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ACTION REPLAY – MULTISTAGE MENU V1.0

The program is for tape to disk transfer or multistage programs which do not use the Novaload system, and for a couple of Nova programs which defeat Action Replay's built in Nova transfer routines.

LOAD "MULTIMENU V1.0", and RUN to display the menu. Transfer of multistagers is a three part process. Firstly, the main part of the program should be copied using ACTION REPLAY MK II. Secondly, a modification to this program is made by the menu program. Thirdly, the subsequent parts must be transferred to disk.

PREPARATIONS

Before loading the menu program, ensure that you have two blank, formatted disks ready, in addition to the disk containing the main part of the program, as saved by Action Replay Mk II. Also, the original tape version of the program should be positioned at the point where the program was frozen (see later for further guidance).

USING THE MENU

Note that the programs operate independently of Action Replay. When the menu is displayed, select the program which you wish to transfer and press RETURN. You then have two options:

1) **MODIFY PROGRAM.** Follow the onscreen prompts. Insert the disk containing the main part of the program to be operated on, and select the file to be modified. This will be loaded, modified and saved back to the disk.

2) **COPY FILES.** The subsequent files on the tape must now be transferred to disk. Often these files may be transferred onto the same disk as the main program, but sometimes some of the files need to be on a second disk. The program has a turbo save routine built in. If you find that this is not compatible with your particular drive, select STANDARD option. File copy will then proceed automatically. If disk space runs out, you will be prompted to insert a fresh disk. **IMPORTANT:** in certain cases files are repeated to avoid excessive tape winding. These will be ignored by the disk drive (file exists) and no data will be saved. The disk light will flash until the next files is saved.

Switch off the computer when transfer is complete. If you find that files spread over two disks will fit onto the same disk as the main program, these may be transferred using the disk file copy provided.

Load transferred program in the normal way: LOAD "NAME", 8, 1. As the program progresses, subsequent files will be loaded from disk. If you install Action Replay's built in fastloader (or Diskmate) before loading the program, extra sections will be loaded at turbo speed. Note that some other fastload cartridges (eg. Quickdisk) use certain areas of memory and may not be compatible. Where files spread over two disks, you may encounter the situation where the program attempts to load a file which is not on that disk. If this occurs the disk light will flash. Insert the second disk and press the SPACE BAR. The correct file will then load.

Some guidance on transferring particular programs is detailed below. Freeze and copy the program at the main title screen unless specified below. Leave the tape in that position and copy files from that point. Note that some programs have files spread over two or more tape sides. Ensure that you insert tapes in the correct order.

GOONIES: When loading the main program from tape, zero the tape counter at the Datasoft copyright screen. Freeze and copy the program when the first game screen is displayed. Rewind the tape to zero and copy files from that point. There may be some slight screen corruption when you reload from disk. Press F1 to get rid of this.

THAI BOXING. Zero the tape counter when the loading picture is displayed. Freeze and copy at the main title screen. Rewind tape to zero and copy files from that point.

WIZARD. Zero the tape counter at the main option screen. Allow the program to load and run the demo sequence. Freeze and copy at the "press fire" option. Rewind tape to zero and copy files from that point. Note that the screen designer is bugged in the tape version and will not operate correctly.

SUMMER GAMES. Original Epyx/Quicksilver edition, later reissued by Epyx/US Gold. This is in fact two programs, each of which should be loaded and frozen separately using Action Replay. Freeze the program on the "FLAG" screen. Copy three files using the menu program. Then load and freeze the second part separately. Copy three more files using the menu program as before. There are a number of bugs in the tape version of this program, and it does not operate entirely as specified. However each event within each of the two programs may be loaded and played in sequence or selectively.

MOVIE MONSTER. One file has been misnamed on the tape version of this program. After completing transfer, enter the following: OPEN 15, 8, 15, "RØ:NY=0: MY": CLOSE 15 (return). Possibly, another file "VI" may need to be renamed to "TI" in the same way.

GENERAL NOVA. This option on the menu is similar to the file copy built in to Action Replay. It is slightly easier to use as it can search over other data. However, the penalty for this is that load errors are not reported.

TRIVIAL PURSUIT. Switch the computer off and on before loading this program from tape. Do not configure memory. Transfer the files onto a separate disk. Question blocks from Genus, Young Player and other editions may be loaded into the same master program.

KNIGHT GAMES, GERMANY 1985. Will not load from tape if memory is configured by Action Replay. Switch computer off and on before loading from tape. Alternatively, load and run 'CONFIG' before loading from tape, to save on disk space.

Other programs on the disk:

"CONFIG". This is an alternative memory configure for those programs (eg Knight Games, Germany 1985) which will not load from tape if configured by Action Replay. To use, load and run the program immediately prior to loading the game. Use of this is not essential but saves on disk space.

"FILE COPY". A useful turbo copy for transferring files from disk to disk.

"DISK BACKUP". Copies a whole disk at high speed. Not for protected disks. Switch off your printer and/or second drive before using file copy or disk backup.

USER NOTE: GAUNTLET. We have found that this program is temperamental when files are turboloaded, on some computers. If you have difficulties, switch out your fastloader and operate the program at standard disk speed.

ACTION REPLAY – MULTICOLOUR SLIDESHOW

Cartridge based backup programs such as Action Replay Mk II usually destroy the high resolution pictures often displayed while loading commercial games programs. Action Replay Mk II has the facility to save these screens to disk, and this program enables you to display these in an easy and convenient "slideshow" form.

SAVING PICTURES

This task is performed by Action Replay. When the required picture is displayed, freeze the program. Switch the drive off and on and insert a disk. Press key "B" to save the picture to disk. Up to 15 separate pictures may be saved onto one disk. Pictures from any source (games, graphic packages etc) may be saved to disk, but only if they use the computers High resolution, Multicolour Mode. The vast majority of tape loading screens use this mode.

OPERATING THE SLIDESHOW

Load "SLIDESHOW", 8 and RUN. Press the F3 key to display the help screen which gives keyboard and joystick controls. Press F5 to continue. The names of all the pictures on the disk will be displayed. Picture files are detected by file length (41 blocks) rather than filename, therefore pictures may be renamed. Select the picture you require and this will be loaded and displayed. Pictures may then be loaded and displayed sequentially, forward or backward, just like a slideshow. Press fire or return to go back to the menu. The name of the current picture will be highlighted. If you have pictures on more than one disk, you may insert another disk at any time, and a new menu of titles will be displayed when the disk is next accessed.

CHANGING COLOURS

Often you will notice that the background colour is not correct and detail will be obscured from the picture. To change colour, press F1 for background and F3 for border. Press "S" to replace the picture on the disk with the selected border and background colours, so that when the picture is next loaded, it will display the preferred colours.

If you find that the built in disk turbo routines are not compatible with your particular drive, these may be disabled by pressing F1 on the startup screen.

Press RUN/RESTORE at any time to return to the startup screen.

Pictures saved by Action Replay may also be used with "BLAZING PADDLES", a graphics/lightpen package available from Datel Electronics.

Layout of data in picture file:

BITMAP.....	\$ A000	—	\$ BFFF
SCREEN MEMORY.....	\$ C000	—	\$ C3FF
COLOUR NYBBLE.....	\$ C400	—	\$ C7FF
BACKGROUND.....	\$ BF7F	—	
BORDER.....	\$ BF80		